# Game Manual

ERIC THE UNREADY
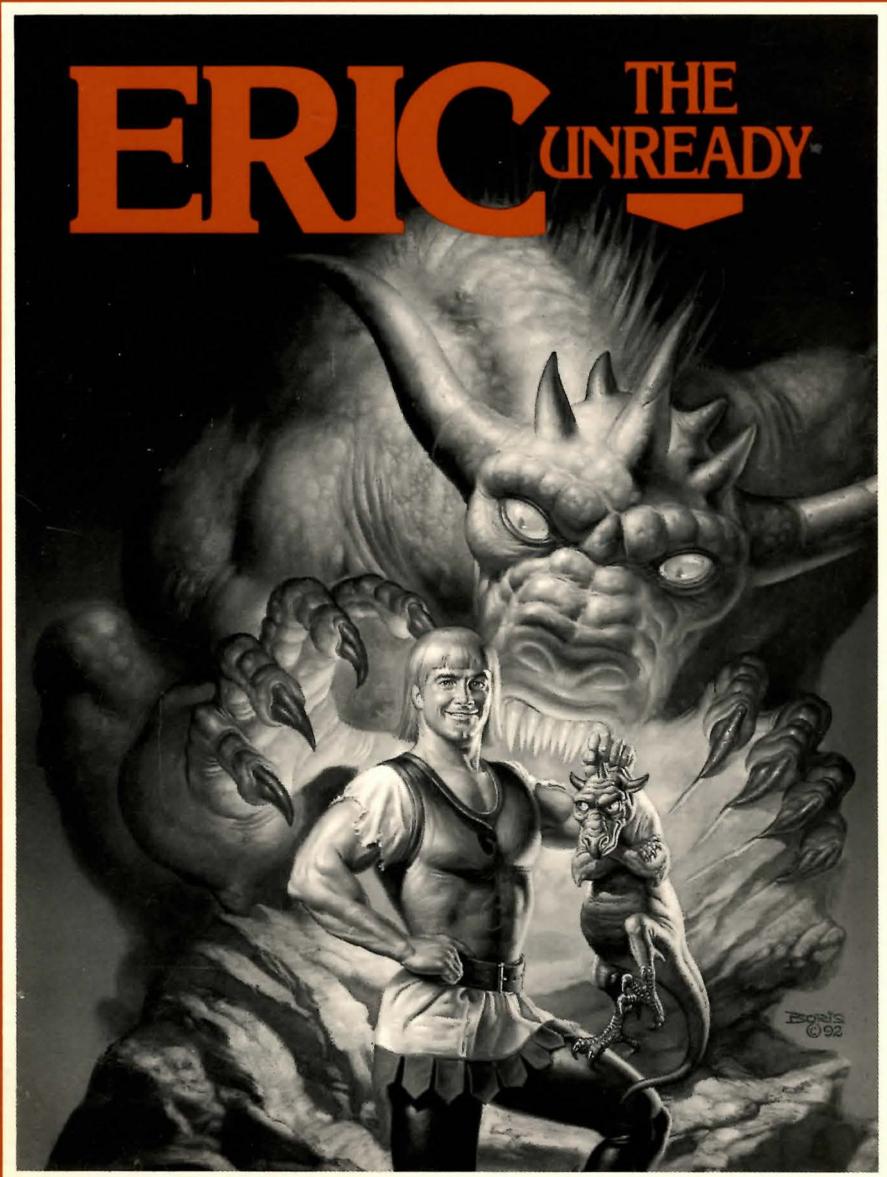
What Is A LEGEND Adventure Game?

In an adventure game from Legend, you become the main character in an evolving story that takes place in a world populated with interesting people, places, and things. You see this world through your main character's eyes, and you play the game by directing his actions.

Like a book or a movie, the story unfolds as you travel from location to location, encountering situations which require action on your part. You can think of each of these situations as a puzzle. The key to solving these puzzles will often be creative thinking and clever use of objects you have picked up in your travels. You will get points as you solve puzzles, and your score will help you monitor your progress.

Throughout the game the richly textured graphics, prose, sound effects and music will draw you into a spellbinding adventure that could only be brought to you by the master storytellers of **Legend Entertainment Company.**

Legend Entertainment Company
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Chantilly, Virginia 22021
703-222-8500

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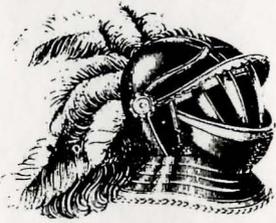
Giovanni's House of Armour
"Famous for custom fit"

Name *Eric The Unready* Salesperson _____

Fitting Date *2/~/~* Payment: Gold **Livestock** Visa

16
Gorget

14
Helmet

1
Cuirass

5
Pauldron

6
Vambrace

Gauntlet Style

☐	Baroque
☐	Cubist
☒	Gothic
☐	Modern
☐	Palladian

(Style No.) *99B*
Tasset

(Color) *Brown*
Cuisse

25
Poleyn

6 E
Sabaton

22
Greave

Table Of Contents

Even if you are an experienced adventure game player who thinks that
instruction manuals are best used as confetti at sporting events, you should
still read the sections with names in **bold** for valuable information about this
game.

Introduction To ERIC THE UNREADY

Eric The Unready has some new features that make playing the game easier than ever, especially if you are using a mouse.

First of all, talking to the characters is a snap. A simple double-click on the person in the picture window will bring up a list of questions you can ask. Click on one of these and the character's response will appear. You can achieve the same effect without a mouse by typing **<TALK TO CHARACTER>**. This will bring up the list of questions, which you can then move through by using the arrow keys on your keyboard. When the question you wish to ask is highlighted, press **<ENTER>**.

Secondly, virtually every input you need to solve this game can be made with a mouse from the main screen. The verb menu has been revised so that the first page will always include a verb that can be used to solve the puzzle. In addition, all of the important non-inventory items are shown in the picture window, and the object menu has been shortened as well. The result is that you no longer need to scroll down through menus to build your commands.

Finally, if you would like to bypass the game introduction or other non-interactive scenes, press **<ESCAPE>**. You can also use the spacebar during these scenes to make the messages go by faster.

We hope you enjoy playing *Eric The Unready*. We love to hear from the people who play our games, so if you have any suggestions or comments, please drop us a line at the address at the front of this manual.

Quick Start: Installation

If you are new to DOS and game playing on the PC, then skip this page (and the next one) and move to the section entitled *Installation and Start-up*. If you are an experienced gamer using a hard disk and if you are wise in the ways of DOS, hard disks, and music cards, then these "Quick Start" sections will get you up and running in no time. To install the game on your hard drive, do the following:

1.   Make backup copies of the disks.

2.   Make sure you have at least 7,000,000 bytes of free space on your hard drive.

3.   Insert Disk #1 from your *Eric The Unready* package in a floppy drive, log on to that drive by typing **A:** or **B:**. Then type **INSTALL** to start the installation program and follow the directions on the screen.

4.   If you have a mouse, be sure you have loaded the mouse driver.

5.   The installation program will create a batch file named **LEGEND.BAT**. To start the game, type **LEGEND**.

If the above makes no sense to you, or if it doesn't work, or if you just like to read manuals, then turn to the *Installation* and *Start-up* section starting on Page 8 for detailed installation and start-up instructions.

In addition to this manual, your game package should contain the following elements:

SET OF DISKS   Either 4, 3 1/2" or 5, 5 1/4" high density disks

WARRANTY CARD

Quick Start: Playing The Game

To bypass the introductory "movie" or any other non-interactive scene in the game, press **ESCAPE**. If you are a fast reader and the game displays messages too slowly for you during these scenes, press the space bar when you are ready to move to the next message. Like other Legend adventure game products, *Eric The Unready* features a very flexible game interface that you can customize. You can use the mouse to interact with the picture, build game commands, and customize the game interface (using the buttons in the upper left hand corner of the screen). You can also enter game commands by typing them in at the command line. You are in control and can decide what works best for you.

Using the mouse you can:

1.   Talk to characters by double-clicking on them.

2.   Move from place to place by clicking on the compass rose.

3.   Single-click on an object in a picture to look at it and double-click on an object to take it, open or close it, etc.

4.   Select a verb from the verb menu and then click on an object in a picture to apply the verb to it.

5.   Build complex commands quickly from the verb, object, and preposition menus. (Single-click selects the word, double-click finishes the command.)

You can start typing at any point, and the words you type will appear on the command line. You will be entering game commands, combinations of words that tell the main character in the game what to do at each turn (e.g. **EXAMINE THE ROPE, TAKE THE ROPE, PUT EGG IN BACKPACK, TALK TO HOWARD**, etc.) Press the **<ENTER>** key to execute the command.

If you do not have a mouse, you can simulate one by pressing **<TAB>**. This puts a cursor on the screen which you can move around using the arrow keys. "Click" by pressing **<ENTER>** and "double-click" by pressing **<SHIFT> <ENTER>**.

Again, if you do not have a mouse, there is yet another fast way to build commands using the keyboard. Press **<TAB>** again to begin using this feature. Then use the arrow keys to move the highlight bar back and forth between the menus, press the space bar to select a word, and press **<ENTER>** to execute your command.

Installation And Start-Up

INSTALLATION

You will need approximately 7,000,000 bytes of free space to install *Eric The Unready* onto your hard disk. To proceed with the installation:

1. Put Disk #1 from your game package in a floppy drive.

2. Type the letter of the floppy drive followed by a colon and press **<ENTER>**. For instance, if you put Disk #1 in Drive A, you would type **A: <ENTER>**. Then type **INSTALL<ENTER>**.

3. Follow the instructions presented by the installation program. When installation is complete, you may start the game using the instructions in the Start-up section that follows.

START-UP

To start an installed copy of *Eric The Unready*, follow the instructions in the *Installation* section above and then:

1. Change to the directory in which the game was installed (The default directory that the installation program puts *Eric The Unready* in is **\ERIC**) For example, if you installed *Eric The Unready* in **D:\GAMES\ LEGEND**, you would type: **D: <ENTER>** followed by **CD \GAMES \LEGEND <ENTER>**.

2. Start the game by typing **LEGEND <ENTER>**.

3. The installation program will create a batch file named **LEGEND.BAT**. You may decide instead to override these defaults by running the application directly by typing **ERIC** followed by one or several of the configuration options described in the section that follows.

For additional information concerning configuration options and defaults, refer to the *Configuration Options* and *Music and Sound* sections.

Configuration Options

If you wish to override any of the defaults for the game configuration, you may type one or more of the following options, separated by spaces, after typing **ERIC** on the MS-DOS command line:

EGA	Makes the game display EGA graphics
VGA	Makes the game display VGA graphics.
SVGA	Makes the game display Super VGA graphics.
XMOUSE	Overrides the default Microsoft mouse driver. Use when you have a mouse that is not Microsoft compatible.
ADLIB	Causes music to be played through an AdLib Music Synthesizer Card, if present.
BLASTER	Causes music to be played through a Sound Blaster card, if present. You may set the IRQ number and I/O address for your Sound Blaster card by typing: **ERIC BLASTER <irq number> <i/o address>**.
MT32	Causes music to be played on a Roland MT-32 (or compatible) sound module, if present. You may set the IRQ number and I/O address for your MIDI sound module by typing: **ERIC MT32 <irq number> <i/o address>**.
NOCYCLE	Disables color cycling animation for computers with EGA and VGA adapters and color monitors.
REAL	Disables AdLib, Sound Blaster, and Roland music and plays RealSound sound effects through the PC's internal speaker.
NOREAL	Disables RealSound sound effects.

So, for example, if you have a VGA graphics adapter, a Sound Blaster sound board on IRQ 9, and you want to see EGA pictures and play RealSound sound effects through your sound card, you would type **ERIC EGA BLASTER 9 <ENTER>** at the MS-DOS system prompt.

The XMOUSE parameter is used for mouse drivers that are not Microsoft compatible. If your mouse is not responding or the software is behaving erratically (e.g. the mouse cursor is "eating" the graphics), then you may want to start the game by typing **ERIC XMOUSE** to override the default.

Refer to the next section, *Music And Sound*, for more information on music card and sound module configuration.

Music And Sound

Eric The Unready supports the following music and sound effect technologies:

> RealSound (TM)
> AdLib Music Synthesizer Card
> Creative Labs' Sound Blaster
> Roland MT-32 and compatible MIDI sound modules including Roland's
>   MT-100, CM-32L, and LAPC-1

RealSound sound effects will be played through the PC's internal speaker if you do not have a Sound Blaster card. See the *Installation* section for instructions for proper installation of the game.

If you have a Sound Blaster, you will hear sound effects and music simultaneously. If you have an AdLib card, you will not hear any sound effects while music is playing.

REALSOUND (TM)
RealSound is used throughout the game to play sound effects on the PC's internal speaker or a Sound Blaster card, if present. No additional hardware or software is required for you to hear RealSound effects in *Eric The Unready*. If you do not have a Sound Blaster you will hear RealSound sound effects on your PC speaker.

RealSound is a Patent Pending technological breakthrough that works with any IBM compatible computer with a built-in speaker. If your machine beeps when you turn it on, it is compatible with RealSound.

ROLAND MT-32, MT-100, CM-32L, AND LAPC-1 OWNERS
To use your MIDI sound module, make sure your equipment is configured as shown in the MIDI wiring diagram on the next page. If you have problems, check that the following steps have been taken to properly configure your equipment:

**Note:** LAPC-1 owners may ignore items 1, 2, and 3.

1. A PC to MIDI Interface card is installed in your PC.

2. The PC to MIDI Interface card is connected to an MPU-401 or compatible MIDI Interface or MIDI Processing Unit.

3. A MIDI cable is connected from a MIDI OUT connector on the MIDI Interface to the MIDI IN connector on your sound module.

4. The audio output jacks on your sound module are connected to the audio input jacks on your amplifier or stereo.

5. One or two speakers are attached to the speaker connectors on your amplifier or stereo.

If you are having trouble getting your Roland sound module to operate, the difficulty can probably be traced to one of two sources:

First, you may have two cards in your computer that are set to the same IRQ. If this is the case, you can change the IRQ value for one of the cards by using the card's jumpers or switches (although some cards do not allow this). Consult the manual that came with your MIDI interface.

The second possibility is that your MIDI interface may be set to an IRQ other than the default value of 2 and/or an I/O address other than 330. In this case, you must specify the appropriate IRQ value and/or I/O address in the command line when you start the game. For example, to use a MIDI interface card set to operate on IRQ 5 and I/O address 300, you should start the game by typing: **ERIC MT32 5 300.**
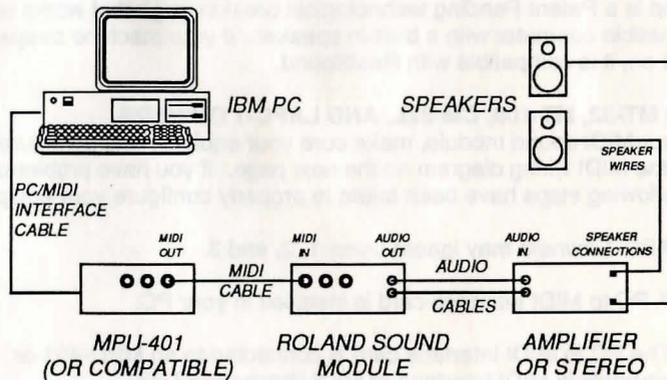
MIDI Wiring Diagram for Roland MT-32, MT-100, and CM-32L

Introduction To The Game Interface

To install and start up the game, see the *Installation and Start-up* section on Page 8 .

When the game begins, you will see the title screen, followed by the introduction sequence. You can hit **<ESC>** at any time to skip the introduction. The game will then ask you if you wish to restore to a previously saved position.

After the introduction sequence, the main interface screen will appear. While there are many alternate screen interfaces for various activities, you will spend the most time interacting with this screen. It looks like this:
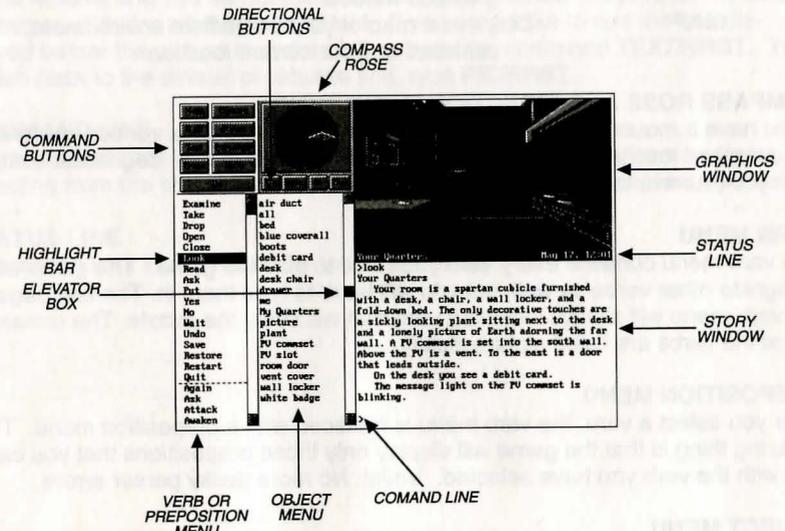
GRAPHICS WINDOW

This window can contain one of the following:

    A picture of your location
    Your inventory (what you are wearing and carrying)
    Your status (score, number of turns taken, etc.)
    A verbal description of your surroundings
    A map

COMMAND BUTTONS
Many of these buttons have function key equivalents. See the information on function keys on Page 20 for more details.

HELP	Displays a help screen
HALF	Removes the menus, making more room for text
ERASE	Removes the last word from the command line
DO	Executes the command on the command line
PICTURE	Displays a picture in the graphics window
STATUS	Displays your score and status in the graphics window
INVENTORY	Displays your inventory in the graphics window
LOOK	Puts a verbal description of your surroundings in the graphics window
MAP	Displays a map of your immediate environment, centered on your current location

COMPASS ROSE AND DIRECTIONAL BUTTONS
If you have a mouse, you can move around by clicking on the various points of the compass rose and the IN, OUT, UP, and DOWN buttons. Legitimate exits from your current location are always highlighted.

VERB MENU
The verb menu contains every verb you need to play the game. The game will recognize other verbs as well, but you will have to type them in. The first page of the verb menu will always include a verb that will solve the puzzle. The remainder of the verbs are listed alphabetically.

PREPOSITION MENU
After you select a verb, the verb menu is replaced with a preposition menu. The amazing thing is that the game will display only those prepositions that you can use with the verb you have selected. Voila! No more pesky parser errors.

OBJECT MENU
This menu contains the most important things that you see from your current location. If you want to refer to other objects in the game, you must type them in.

HIGHLIGHT BAR
This is a highlighted bar you can move up and down to select the next word you want to place on the command line.

ELEVATOR BOXES
Clicking on these boxes and dragging them down is a fast way to move through the menus. Clicking in the column above or below the box will cause rapid movement up or down the menu. Clicking on the arrows at the top or bottom of the column will move the highlight bar up or down one entry in the menu. Note that the elevator boxes are only displayed when there are too many words to display at once.

STORY WINDOW
This is the window where all the story's text appears. If the window fills with words and you see "MORE" at the bottom, press any key or click the mouse button and the rest of the message will appear. If you would like to expand the size of the window and you do not mind sacrificing the menus, press <F3> for a half-screen or <F4> for a full screen of text. If you would like to see the text displayed before the picture is updated, then type the command TEXTFIRST. To switch back to the default of pictures first, type PICFIRST.

COMMAND LINE
All your commands will appear on this line, whether you enter them by typing, selecting from the menu, or clicking on the compass rose or graphics window.

STATUS LINE
This shows your location and the local time of day.

Playing The Game With A Mouse

If you have a mouse, playing this game is simplicity itself. While you are using the main interface, you can do all of the following by pointing and clicking:

MOVE AROUND from place to place by single-clicking on the com passrose or the directional buttons next to it. Legitimate exits from your current location are always highlighted. Double-clicking on an exit that is pictured in the graphics window will move you through that exit.

EXAMINE objects by single-clicking on them in the graphics window. Take them by double-clicking.

TALK TO characters you meet in the game by double-clicking on them in the graphics window.

CUSTOMIZE the interface by clicking on the command buttons in the upper left hand corner of the screen.

You can build game commands using the menus on the left hand side of the screen or you can type them in. If you choose to type, you will see the words that you have typed appear on the command line in the story window on the screen. Press **<ENTER>** to execute a command. For more on how to build commands, read the next two paragraphs and refer to the sections entitled *Talking to the Game* and *Game Commands and their Abbreviations*.

At several points in the game you will find yourself interacting with different screen interfaces including a raft control panel and some "games-within-a-game". To operate the raft, simply click on a succession of spots to "lead" the raft to its destination. Click only on the open waterways or on the islands them-selves. Clicking on the destination alone will not cause the raft to travel there. You must make a series of clicks to lead the raft through the twists and turns of the swamp's waterways.

BUILDING COMMANDS WITH THE MENUS
A single-click on a word in the verb menu will place that word on the command line. The verb menu will then be replaced by a preposition menu that lists the prepositions you may use with the verb you have just selected. At this point you can select one of those prepositions, select a word from the object menu, or exe-cute your command by clicking on the **DO** button.

Naturally, we have built in some short-cuts. If you know prior to clicking on a word that it will be the last word in your command, you can double-click on it and your command will be executed. Or, if you've already clicked on the last word in your command and you do not want to move the mouse up to the **DO** button, just double-click on the last word and the command will be executed. Another short-cut is to select a verb from the menu and then single-click on an object in the picture in the graphics window.

FINDING WORDS QUICKLY
Because the menus sometimes contain many words, we have also included a few short-cuts for getting to words that are not currently displayed on the menu. You can click in the grey area to the right of each menu to rapidly move up or down in that menu. (If there is no grey area, the entire menu is visible.) You can click on the elevator box in the column to the right of each menu and drag the box down while holding down the mouse button.

An even faster method is to hold down the **<SHIFT>** key on the keyboard and then press the first letter of the word you want. The highlight bar will then jump to the first word starting with that letter. You can also use the **<HOME>** and **<END>** keys on the keyboard to jump to the top or the bottom of the list, or the **<PGDN>** and **<PGUP>** keys to move quickly up or down the list.

NOTES
To remove the last word from the command line, click on **ERASE**.

Double-clicking on an object in the graphics window is intended to "do the obvi-ous thing" with that object. For example, climb stairs, eat food, turn off lamp, etc.

If you are using the mouse and you want to type, go ahead. However, once you have begun typing on the command line, you cannot go back to using the mouse until that command has been executed or erased.

If you select a noun as the first word in your sentence, the game assumes you are trying to speak to that person or thing, and therefore it adds a comma after the word. (For example, **SAILOR, GIVE ME THE ROPE**.)

If your mouse is not responding or is destroying the picture, then the mouse driver is probably not Microsoft compatible. Try returning to DOS and starting the game by typing **ERIC XMOUSE**.

If you definitely do not want to use the menus, press **<F3>** and they will go away, creating more room for text. If you want to return to the golden years of adventuring, press **<F4>** for the all-text look.

Playing Without A Mouse

EMULATING THE MOUSE
If you do not have a mouse, there are still quick and easy ways to build commands from the menus on the main interface without typing. First press the **<TAB>** key. When you do so, a mouse cursor will appear on your screen. You can move this cursor around by using the arrow keys on your keyboard. Then you can "click" by hitting **<ENTER>**, and "double-click" by hitting **<SHIFT> <ENTER>.** This will let you do all the things mentioned in the previous section, *Playing the Game With a Mouse.*

USING THE MENUS
If you do not want to use the method outlined above, pressing the **<TAB>** key again will give you yet another alternative. This puts a highlight bar over the first word in the verb menu. You can move this bar back and forth between menus (and up and down within one) by using the arrow keys on your keyboard. Once you have highlighted the word you wish to select, hitting the space bar will place that word on the command line. After you have finished building your command, hitting **<ENTER>** will execute it.

ALTERNATE SCREEN INTERFACES
You will encounter a number of screen interfaces during game play. While these interfaces are graphical in nature, they are easy to use with the keyboard. You can use the "mouse emulator" to steer the mouse cursor around the screen and press **<SPACE>** to "click" on buttons.

TYPING
If you like to type, go ahead. No matter what method you have been using to place words on the command line, you can start typing at any time. The cursor will appear on the command line and you can type in your commands. Press **<ENTER>** to execute a command.

FUNCTION KEYS

You can use function keys to customize the interface as follows:

<F1> Displays the help screen
<F2> Returns the menus to the screen if they are not there
<F3> Removes the menus and creates more room for text
<F4> Puts you into full-screen text mode
<F5> Displays a picture in the graphics window
<F6> Displays the map in the graphics window
<F7> Puts your inventory in the graphics window
<F8> Puts a verbal description of your surroundings in the graphics window
<F9> Status mode

Many of these function keys have command button equivalents. See the information on command buttons on Page 14 for more details.

Save, Restore, And Quit

Once you have begun the game, you can use the **SAVE** command whenever you want to store everything you have done so far. **SAVE** allows you to define a point to which you can return if you are "killed" or if you just want to turn off your computer for awhile.

When you type **SAVE** (or when you select it from the verb menu), you will be asked to name the **SAVE** file. Choose a name that will remind you of where you are, like "**After First Day**" or "**Solved Book Puzzle**". The description of the saved game can have up to 33 characters in it.

In the course of playing this game, you may create up to 128 simultaneous **SAVE** files. You can delete **SAVE** files by pressing **<ALT><D>** when the highlight bar is over the description of the saved game. If you pick the name of an already existing file when you save, the original file will be erased and the new file of that name will take its place. You can edit an existing description by moving the highlight bar to the appropriate line and pressing the space bar or single-clicking on the description if you have a mouse. **<ENTER>** or a double-click will save your current game with the new description in a new **SAVE** file.

When you are ready to return to a place you have saved, type **RESTORE** (or select it from the verb menu). As a reminder, a list of your previously saved files will appear in the **RESTORE** window. When the game asks you for a **SAVE** file description, move the highlight bar to the description you want and press **<ENTER>** or type in a new description. If you type in the beginning of a valid description and hit **<ENTER>**, the game will automatically match it and fill in the rest of the characters. Once you have entered a valid description, you will be returned to the spot you left as if you had never been away. You will have the same score, inventory, status, etc. that you had when you left. If you want to stop playing, use the **QUIT** command. However, if you quit without making a **SAVE** file, you will have to start from the beginning of the game the next time you play.

Talking To The Game

You "talk" to *Eric The Unready* by telling the game what you want Eric to do during each turn. You do this by typing your input on the keyboard, or by clicking the mouse on the menus, the compass rose, or the pictures (See *Introduction to the Game Interface* and *Playing the Game With a Mouse*.)

Your simplest inputs will be directions — moving around from place to place:
>**NORTH**
>**DOWN**
>**SW**

Equally simple are inputs which are just verbs:
>**SCREAM**
>**DANCE**

Let's get a bit more complicated, and add some nouns (or, if you combine them with adjectives, noun phrases).
>**TAKE THE COCONUT**
>**READ SPELL BOOK**
>**EXAMINE BARN**
>**KISS THE PIG**

(**Note** that you can use articles like "the" or "a" if you wish, but most people just omit them to save time.)

Shall we add a dash of prepositions?
>**SIT DOWN**
>**DIVE INTO THE POOL**
>**SHOOT CROSSBOW AT TREE**

Take a deep breath. So far, the noun phrases we have looked at have all been the direct object of the sentence. Now we are going to throw in a second noun phrase, the indirect object!
>**GIVE TICKET TO LAUNDRY MAN**
>**BUY ROCK FROM FRAN**
>**POUR WATER ON GROUND**
>**GIVE APPLE TO MAN**

Sorry, it is time to introduce some mind-bogglingly complicated concepts. You can include several inputs after a single prompt, as long as you separate them by a period or by the word "then":
>**SIT AT TABLE. ORDER RED WINE**
>**OPEN REFRIGERATOR THEN TAKE PITCHER OF SANGRIA**

You can also use pronouns:
>**PICK UP SEASHELL. THROW IT IN THE OCEAN**
>**EXAMINE LILY. KISS HER. GIVE HER THE TOWEL**
>**HIT THE KNIGHTS. FOLLOW THEM**

You can use multiple objects with certain verbs (like TAKE and DROP) as long as you separate the noun phrases with a comma or the word "and." You can even use the amazingly useful word "all":
>**TAKE THE STARFISH AND BEACH UMBRELLA**
>**DROP HOT FUDGE, ICE CREAM SCOOP, CHERRY**
>**TAKE ALL**
>**GIVE ALL SEAHORSES TO THE SEA KING**

You will probably want to fortify yourself with some good strong scotch before moving on to the next area: talking to characters in the game.
>**ASK WAITER FOR BOURBON**
>**BELLHOP, PICK UP THE SUITCASE**
>**TELL HERBIE ABOUT THE HAMMER**
>**ASK VALERIE ABOUT RUBBER SHEETS**
>**ASK THE BLONDE ABOUT HERSELF**

Helpful Hints

Here are ten pieces of advice for novices (or even for old pros who are just plain stuck):

1. *Crime pays.* **TAKE** everything that isn't nailed down.

2. *Keep your eyes open.* **EXAMINE** things that you come across; you'll get extra tidbits of info.

3. *Two heads are better than one.* Play with a friend, relative, spouse, lover, etc. Even your pet cat may think of something you've overlooked.

4. *Jesus saves.* And so do all the apostles, when they're playing a game as dangerous as *Eric The Unready!* **SAVE** early, **SAVE** often.

5. *If at first you don't succeed....* If you get stuck at some point, don't go away mad, just go away! Come back later with a fresh mind.

6. *Draw a map.* Although there's an on-screen map, your hand-drawn map can include other information, such as what things are found where.

7. *We didn't create this manual to support our local printer.* Read all the documentation, especially the sample transcript.

8. *Take it slow.* Read ALL the text and examine all the pictures carefully.

9. *Try weird stuff.* Sometimes trying wacky things will pay off with a clue; at the least, you'll probably uncover some wacky responses!

10. *It never hurts to ask.* Many computer magazines and bulletin boards will run tips and hints for *Eric The Unready...* especially if you ask!

Things To Try At The Start Of The Game

If you are really stuck, try these sixteen inputs right from the start of the game:

>TALK TO FARMER
>EXAMINE BARN
>WEST
>OPEN CHEST
>LOOK AT BOTTLE
>TAKE ALL
>EAST
>TALK TO FARMER
>ENTER PRIVY
>TAKE NEWSPAPER
>READ IT
>TIE ROPE TO HOOK
>DOWN
>EXAMINE PIG
>GIVE HOG-WILD TO PIG
>UP

Note that these are not necessarily the correct first sixteen inputs. Many other inputs are possible during the first sixteen turns.

Game Commands And Their Abbreviations

Many of the game commands below have function key or command button equivalents. These are listed in parentheses after the description of the command. In addition, many game commands have single key equivalents.

AGAIN (G) Repeats your last command.

BRIEF Tells the game to give you the normal level of descriptiveness, in which you see a full description of a place only the first time you go there. On subsequent visits to the location, you will not get a description, although you can always get one by saying >LOOK (or by playing with the graphics screen in **LOOK** mode). (See also **VERBOSE**).

CREDITS Displays a list of everyone who worked on *Eric The Unready* and what they did.

FULL MODE Removes the menus, compass rose, and graphics window, leaving you with a full screen of text.

HALF MODE Removes the menus, but still displays the compass rose and the graphics window. (**<F3>** key) (**HALF** button)

INVENTORY (I) Tells you what Eric is carrying.

LOOK (L) Will give you a full description of your current location. This is always a good thing to try if you do not know what else to do.

LOOK MODE Displays a verbal description of your surroundings in the graphics window. (**<F8>** key) (**LOOK** button)

MENU MODE Restores the menus to the screen if you have removed them previously. (**<F2>** key) (**MENU** button)

MUSIC OFF Turns off the music. (To turn off the sound effects, use **SOUND OFF**.)

MUSIC ON Turns the music back on.

NOTIFY Normally, the game will tell you when your score changes. If you do not want to be bothered, **NOTIFY** will turn off this feature. And, if you change your mind, **NOTIFY** will turn it back on.

OOPS (O) If you mistype a word, use **OOPS** instead of retyping the entire input. For example, if you type >**TAKE BOK**, and the game responds, "I do not know the word '**BOK**'," you would simply type **OOPS BOOK**. Naturally, you menu users will never need to use **OOPS**.

PICFIRST Displays room pictures before room descriptions.

PICTURE MODE Restores the picture to the graphics window. (**<F5>** key) (**PICTURE** button)

QUIT (Q) Tells the game "Hey, I'm outta here!" You might want to **SAVE** first.

RESTART Starts the game over. Again, you might want to **SAVE** first.

RESTORE Brings you back to any point in the game where you have previously saved.

SAVE Creates a file which the **RESTORE** command can use to return you to this point in the story. You should **SAVE** now and then, and especially before trying dangerous things like >**ATTACK SCORPION WITH BARE HANDS**.

SCRIPT Sends all the text output of the game into the specified file, which you can then read, print, edit, delete, etc.

SOUND OFF Turns off the sound effects. (To turn off the music, however, type **MUSIC OFF**.)

SOUND ON Turns the sound effects back on.

STATUS Gives you your score, the number of turns you have taken, and whether you are playing in **BRIEF** or **VERBOSE**.

STATUS MODE Displays your status in the graphics window. (**<F9>** key)

TEXTFIRST Displays room descriptions before room pictures.

UNDO Probably the single most useful thing ever conceived of in all of recorded human history. **UNDO** simply takes you back one turn, undoing the effects of your last move.

UNSCRIPT Stops sending the text output to a file.

VERBOSE Puts you in the level of maximum location descriptions; you will get a full description of your location every single time you enter it. (See also **BRIEF**).

VERSION Gives you the release number of your copy of *Eric The Unready*, as well as some legal stuff.

VOLUME # If you have a sound card or sound module, the **VOLUME** command, followed by a number from 1-10, allows you to control the volume of the game's music. This command has no effect on the volume level of the RealSound sound effects.

WAIT (Z) Your character will just stand around while time passes in the story. You can also enter commands like **WAIT 45 MINUTES** or **WAIT 3 HOURS**.

ABBREVIATIONS
A-You would think this would be the abbreviation for **AGAIN**, wouldn't you. Well, you would be wrong. If that were the case, then a simple input like >**GIVE A DOG A BONE** would turn into the nightmarish **GIVE (AGAIN) DOG (AGAIN) BONE**. Consequently, we treat "a" as an article rather than an abbreviation, and shorten **AGAIN** to "**G**".

D	- down	**Q**	- quit	**Z**	- wait
E	- east	**S**	- south	**NW**	- northwest
G	- again	**T**	- time	**NE**	- northeast
I	- inventory	**U**	- up	**SE**	- southeast
L	- look	**W**	- west	**SW**	- southwest
N	- north	**X**	- examine		
O	- oops	**Y**	- yes		

About The Author

Bob Bates lives in a mud hut on the outskirts of a small English village The only villager who owns a complete set of encyclopedias, Bob entertains the local children with myths and legends drawn from ancient Druid tales.

Although Bob currently wastes a good four hours a night sleeping, he remains convinced that with practice, he can eliminate the need for sleep completely and devote his energies to yard work.

Subsisting entirely on Classic Coke and Snickers bars, Bob has somehow managed to produce these other games:

> *Sherlock! The Riddle of the Crown Jewels*
> *Arthur: The Quest for Excalibur*
> *Timequest*

Credits

Game Design and Writing..Bob Bates

Computer Illustrations :...Tanya Isaacson, Paul Mock,
Kathleen Bober, Timothy Knepp,
Bob Lynch, Chris Grandstaff,
Mark Poesch and Glen Dahlgren

Music:..Glen Dahlgren and Arfing Dog

Adlib Transcription and Sound Effects:...................................Glen Dahlgren

Additional Programming & Special Effects:.................................Duane Beck,
Glen Dahlgren and Mark Poesch

System Architecture:..Duane Beck and Bob Bates

System Programming:.....................Duane Beck, Mark Poesch, Glen Dahlgren

Graphics Programming:..Mark Poesch

Music Programming:...Michael Lindner, Duane Beck

Package Design and Production Coordination:..........................Peggy Oriani

Cover Illustration:...Boris Vallejo

Bug System Coordination:...Rosie Freeman

Testing:...Ed Storozuk, Alyssa Verdu,
Barb DeFilippo, Jeff Sissler,
Steve Meretzky and Michael Lindner

Producers:...Michael Verdu and Glen Dahlgren

Help! Troubleshooting And Technical Assistance

Some common problems are described in this section. If your problem is not addressed, you may call our Technical Support Department for specific help. Callers living within the continental U.S. may call toll free at **1-800-658-8891** between 9:00 a.m. and 5:00 p.m. EDT/EST. If you live outside the U.S. you may either call us at **703-222-8500** or European Customer Support at **081-877-0880**.

If you would like game hints, you may call us either at **1-800-658-8891** or **703-222-8500** and order a hint book ($9.95 plus $4.00 shipping and handling). Callers within the continental U.S. may also call our 24-hour automated hint line at **1-900-PRO-KLUE (1-900-776-5583)**. You might also try dialing with a modem into one of the on-line services where you can talk to real live gamers who have probably been stuck at the same place you are.

I've got an MT-32 and I do not hear any music
If you have a Roland MT-32 (or compatible) sound module and you are not hearing any music, start the game with the command **ERIC MT32**. If you are still not hearing any music, the difficulty can probably be traced to one of two sources:

1. You may have two cards in your computer that are set to the same IRQ. If this is the case, change the IRQ value for one of the cards by using the card's jumpers or switches. Some cards may not allow this. Consult the manual for the card for more details.

2. Your MIDI interface may be set to an IRQ or an I/O address other than the default values of 2 and 330, respectively. In this case, you must specify the appropriate IRQ value or I/O address in the command line when you start up the game. For example, to use a MIDI interface card set to operate on IRQ 5 and address 300, you should start the game by typing **ERIC MT32 5 300**.

I'm getting a low memory warning
If you get a low memory warning when you start up the game, make sure you have taken all of your TSR (terminate & stay resident) programs out of RAM. You need at least 570,000 bytes of free memory to avoid the low memory warning.

The mouse cursor is eating the graphics!
If moving your mouse cursor over the picture destroys it, then the mouse you are using is probably not Microsoft compatible. If this happens, try exiting to DOS and starting the game again by typing **ERIC XMOUSE**.

The mouse cursor isn't anywhere to be seen
The mouse is not activated until you try to use it. If you do not see a mouse cursor, try clicking the mouse button and moving the mouse around. If the mouse still doesn't seem to be working, make sure you install the mouse driver before you start up the game. You can usually accomplish this by typing **MOUSE <ENTER>** from the MS-DOS prompt. If you get a "*Bad command or file name*" error, find out where the mouse driver lives on the disk or consult the documentation that came with your mouse and its driver software. If it still does not work after you have installed the mouse driver, try starting the game by typing **ERIC XMOUSE**.

I have a color monitor and I'm seeing pictures in black and white
This game is compatible with most SVGA adapters, but due to a lack of a SVGA standard followed by all manufacturers, there are some that will not work. If you find that the game does not support your card, then reinstall the game and select VGA as the display adapter. You can now play the game in VGA.

Creating a Boot Floppy
If you have a hard drive and are suffering from problems that you cannot explain, then there is one step to take before calling us: Try booting your machine from a clean "system boot floppy" uncluttered with autoloading TSRs, device drivers, memory managers and complicated **CONFIG.SYS** files. Then run the game and see if the problems go away. To create a boot floppy, it is easiest to use the automatic feature in the install program. Simply return to the DOS prompt in the directory where you have installed this game. Then type **INSTALL <ENTER>**. From the installations options menu, choose "create a bootable floppy disk" by using the arrow keys and pressing **<ENTER>**. The program will direct you to insert a blank disk at the appropriate time and will let you know when the boot floppy has been created.

Now reboot your computer with this disk still in your **A:** drive. When the boot process is complete you will see this DOS prompt: **A:>**. Then:

1. Type **C:** and hit the **<ENTER>** key.
2. Type **CD ERIC** and hit the **<ENTER>** key.
3. Type the appropriate command as listed in *Configuration Options*.

This same process can be duplicated manually by following the following steps:

1. Find a blank diskette for your **A** drive.
2. Insert the blank diskette in the **A** drive and close the drive door.
3. Type **DIR A:** then hit the **<ENTER>** key.
4. If you see any files listed, you need to go back to step 1 because the disk is not blank and if you continue from here you will wipe out everything on the disk.
5. Type **FORMAT A:/S** then hit the **<ENTER>** key.
6. Type **N** when DOS asks if you want to format another diskette.
7. Type **DIR A:** then hit the **<ENTER>** key.
8. You should see **COMMAND. COM** listed in the newly formatted disk's directory. If you do not, type **COPY C: \COMMAND>COM A:** then hit the **<ENTER>** key.
9. Type **A:** the hit the **<ENTER>** key.
10. Type **COPY CON CONFIG.SYS** then hit the **<ENTER>** key; the DOS prompt is now gone, but the cursor is still there.
11. Type **FILES=20** then hit the **<ENTER>** key.
12. Type **BUFFERS=20** then hit the **<ENTER>** key.
13. Hold down the **<CRTL>** key and hit the letter **Z** once, then the **<ENTER>** key.

DOS tells you it copied one file and the DOS prompt is back on the screen. Congratulations! You just made your own DOS system configuration file on your own DOS system boot floppy. Now reboot your computer with this diskette still in your **A**: drive. When the boot process is complete you will see this DOS prompt: **A:>**

14. Type **C:** and hit the **<ENTER>** key.
15. Type **CD ERIC** for *Eric The Unready* and hit the **<ENTER>** key.
16. Type the appropriate command as listed in *Configuration Options*.

If you have any further trouble, please call Technical Support toll-free between 9:00am and 5:00pm EDT/EST Monday through Friday at 1-800-658-8891.

Legal Stuff

We appreciate your purchasing a license to use our product, and we want you to feel good about that purchase. Unfortunately, our lawyers have forced us to put some rather obnoxious verbiage here. Fortunately, all of our competition puts the same stuff in their manuals. Some of the things written below may appear to be outrageous and unconscionable. But then, so are our lawyers. (Q. Why can't lawyers go to the beach? A. The cats keep trying to cover them up.)

1. **Limited Warranty. This manual and the related software product are sold "AS IS," without warranty as to their performance.** Wait a minute! You mean that if the program does not have a happy ending, I do not get my money back? ... Yes. We have probably already spent your money to keep our programmers in pizza anyway. Here comes some more legalese to try to nail down that concept.

The entire risk as to the quality and performance of the computer software program is assumed by the user. However, Legend Entertainment Company warrants for a period of 90 days to the original purchaser that the medium on which the software is recorded is free from defects in material and workmanship. If during that period ending 90 days from purchase a defect should become apparent, return the disk to Legend or your dealer and Legend will replace the disk without charge to you. Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disk as provided above. This warranty gives you specific legal rights and you may also have other rights which vary from state to state. (NOTE: After the warranty period, a defective disk may be returned to us with a check or money order for $7.50 U. S. and we will replace it.)

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